What is claimed is:

1. A generic rule engine framework for a computer system comprising:

a rule engine, said rule engine being capable of applying a rule against an object upon an occurrence of an event within said object;

a debugging interface, said debugging interface being capable of detecting events from said object and reporting said events to said rule engine; and

an event handler thread, said event handler thread being capable of obtaining said event through said debugging interface and providing said event to said rule engine.

2. A generic rule engine framework as in claim 1, wherein said rule engine and said object are programmed in Java.

3. A generic rule engine framework as in claim 1, wherein said rule engine applies said rule through the creation of a RETE Net.

4. A generic rule engine framework as in claim 1, further comprising:

a logging thread, said logging thread being capable of

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logging said event; and

a database, said database being capable of storing said logged event.

5. A generic rule engine framework as in claim 1, further comprising a rule callback thread, said rule callback thread being capable of invoking a method on said object to affect a change within said object based upon said application of said rule to said event.

6. A method of capturing an event from an object and acting upon said event without requiring the explicit insertion of hooks into an object comprising the steps of:

capturing said event through a debugging interface;

providing said event to a rule engine;

applying a rule to said event.

7. A method of capturing an event from an object and acting upon said event as in claim 6, wherein said rule engine and said objects are programmed in Java.

8. A method of capturing an event from an object and acting upon said event as in claim 6, wherein said applying step comprises creating a RETE Net.

9. A method of capturing an event from an object and acting upon said event as in claim 6, further comprising a step of logging said event on a database.

10. A method of capturing an event from an object and acting upon said event as in claim 6, further comprising a step of affecting said object based upon said application of said rule.

11. An electronic marketplace having generic rule engine framework comprising:

an object, said object being related to electronic commerce;

a rule engine, said rule engine being capable of applying a rule against said object upon an occurrence of an event within said object;

a debugging interface, said debugging interface being capable of detecting events from said object and reporting said events to said rule engine; and

an event handler thread, said event handler thread being capable of obtaining said event through said debugging interface and providing said event to said rule engine.

12. An electronic marketplace as in claim 11, wherein said rule engine and said object are programmed in Java.

13. An electronic marketplace as in claim 11, wherein said rule engine applies said rule through the creation of a RETE Net.

14. An electronic marketplace as in claim 11, further comprising:

a logging thread, said logging thread being capable of logging said event; and

a database, said database being capable of storing said logged event.

15. An electronic marketplace as in claim 11, further comprising a rule callback thread, said rule callback thread being capable of invoking a method on said object to affect a change within said object based upon said application of said rule to said event.

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